TO2020 27200960

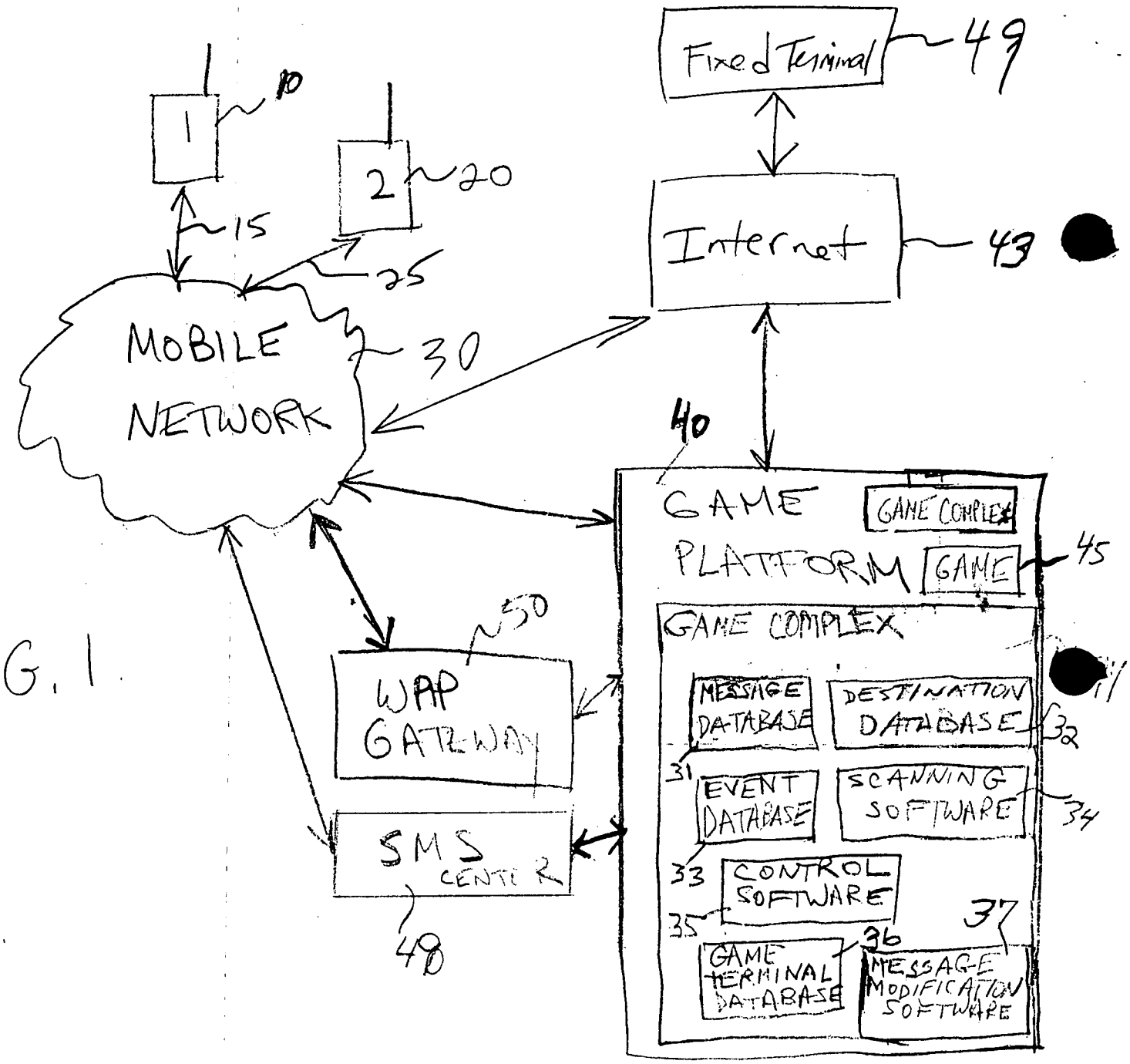
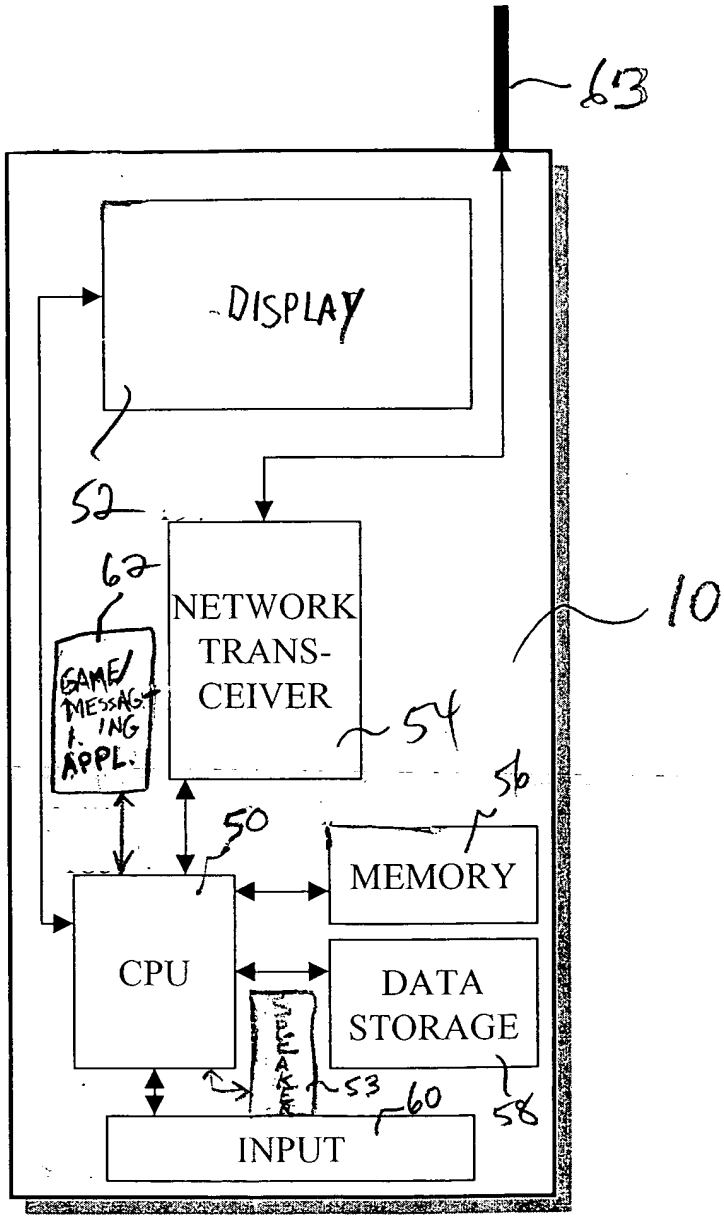


FIG. 1

Fig. 2


63
DISPLAY
52
62
GAME/ MESSAG- ING APPL.
NETWORK TRANS- CEIVER
54
10
56
50
MEMORY
CPU
DATA STORAGE
53
60
58
INPUT

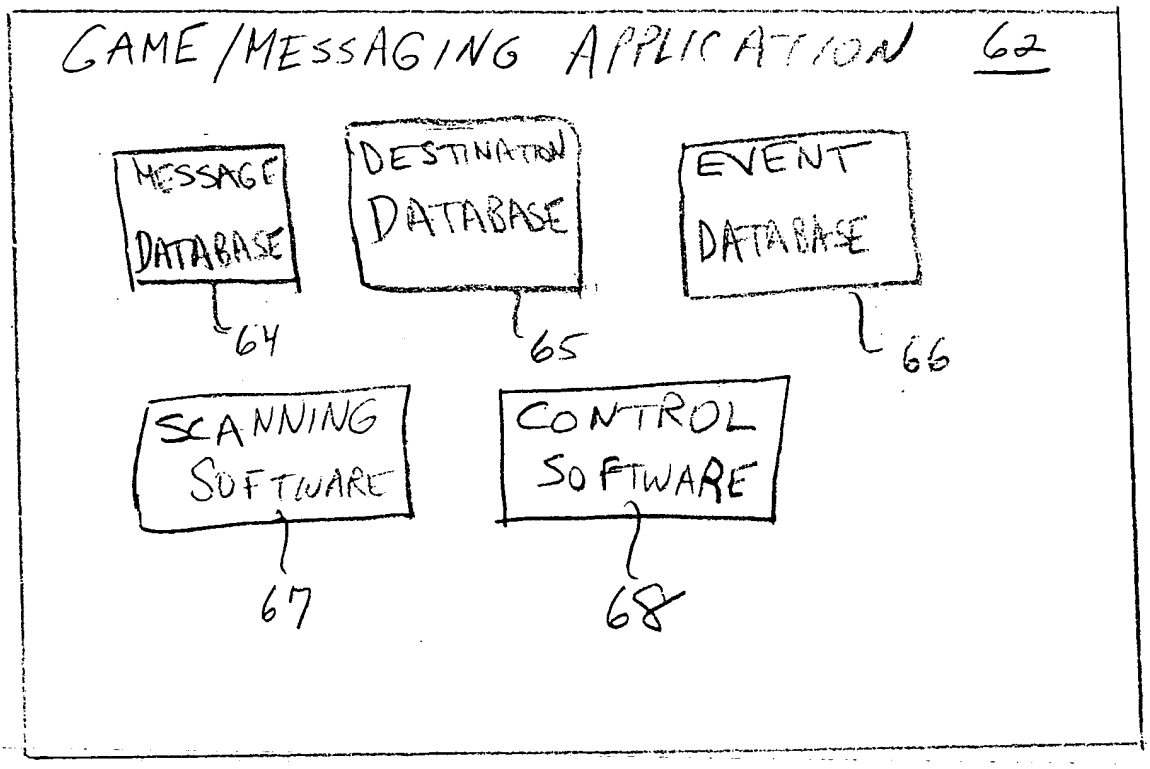

GAME/MESSAGING APPLICATION 62
MESSAGE DATABASE
64
DESTINATION DATABASE
65
EVENT DATABASE
66
SCANNING SOFTWARE
67
CONTROL SOFTWARE
68

FIG. 3

Game terminal database

32

Player #	terminal type	terminal Capability / message type	Destination Address
player 1	Nokia 3210	picture message	Address1
player 2	Nokia 6210	picture message	Address2
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
player 22	Nokia 2110	text message	Address22
player 23	Nokia multimedia	video message	Address23
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
player xxxx	terminal yyyy	message zzzzzz	Address xxxx

FIG. 4

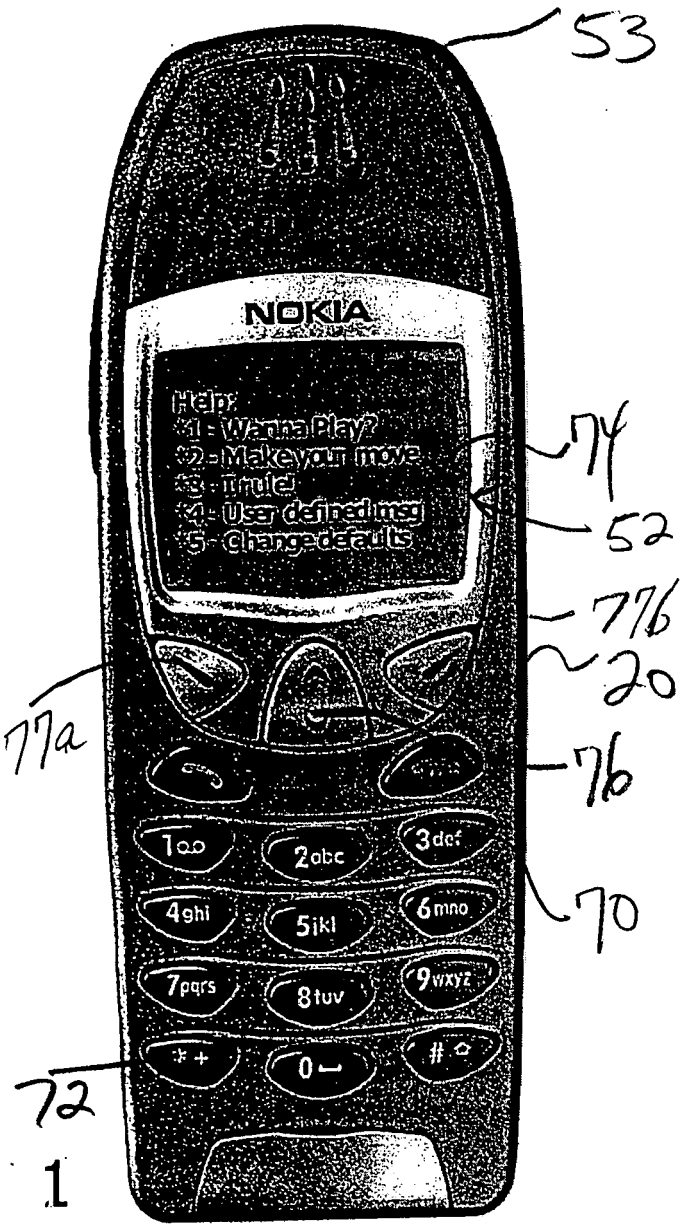


FIG. 5A

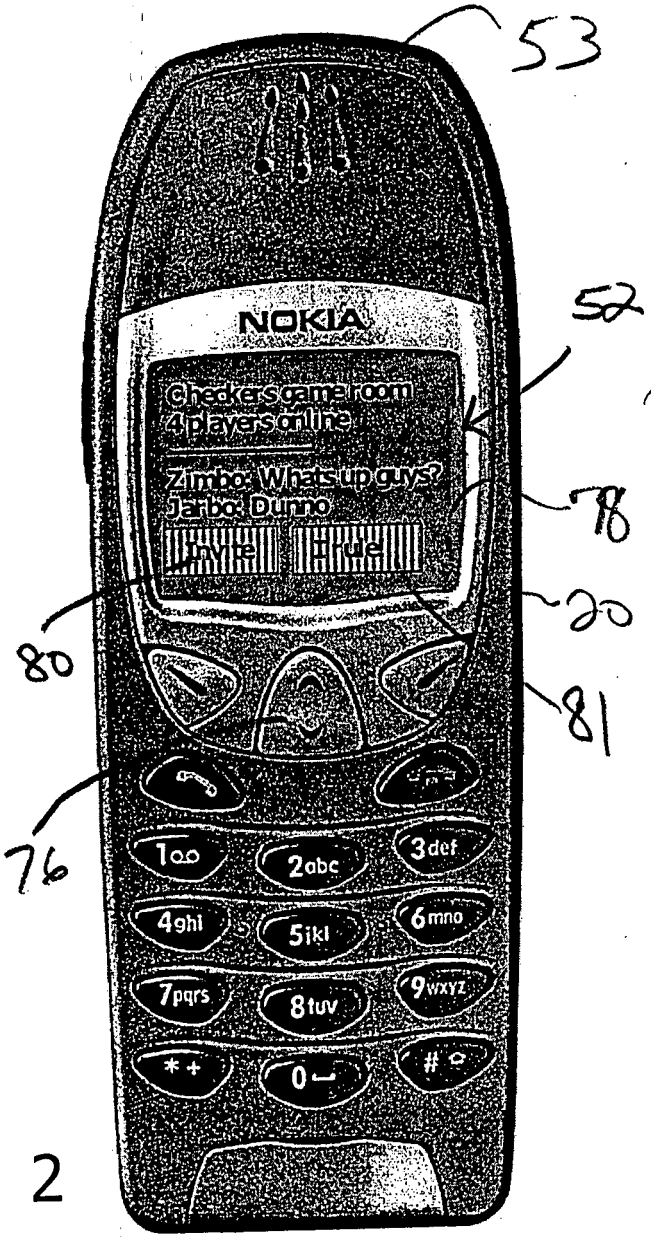
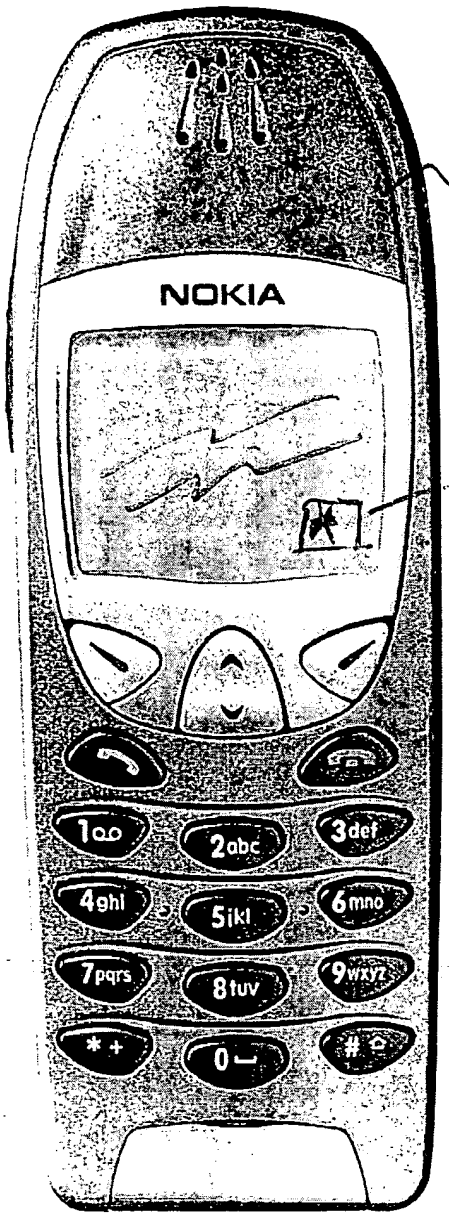


FIG. 5B

FIG. 5C



20

102

FIG. 6

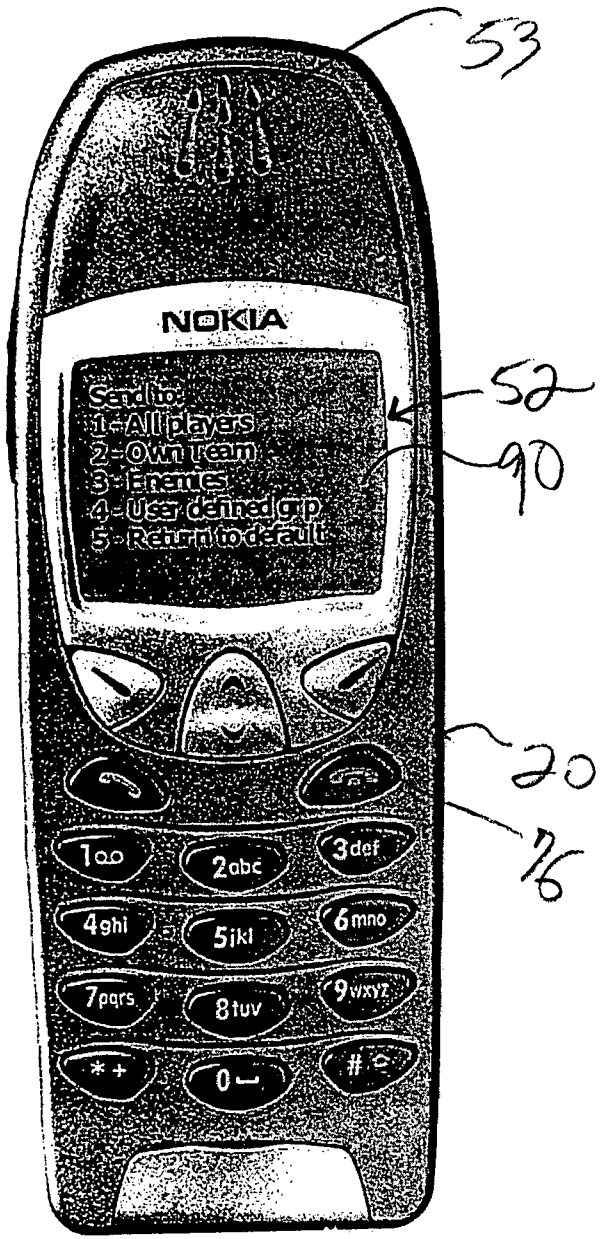

53
NOKIA
Send to:
1- All players
2- Own team
3- Enemies
4- User defined grp
5- Return to default
52
90
20
76
1oo
2abc
3def
4ghi
5ikl
6mno
7pqrs
8tuv
9wxyz
*+
0
#

FIG. 7A

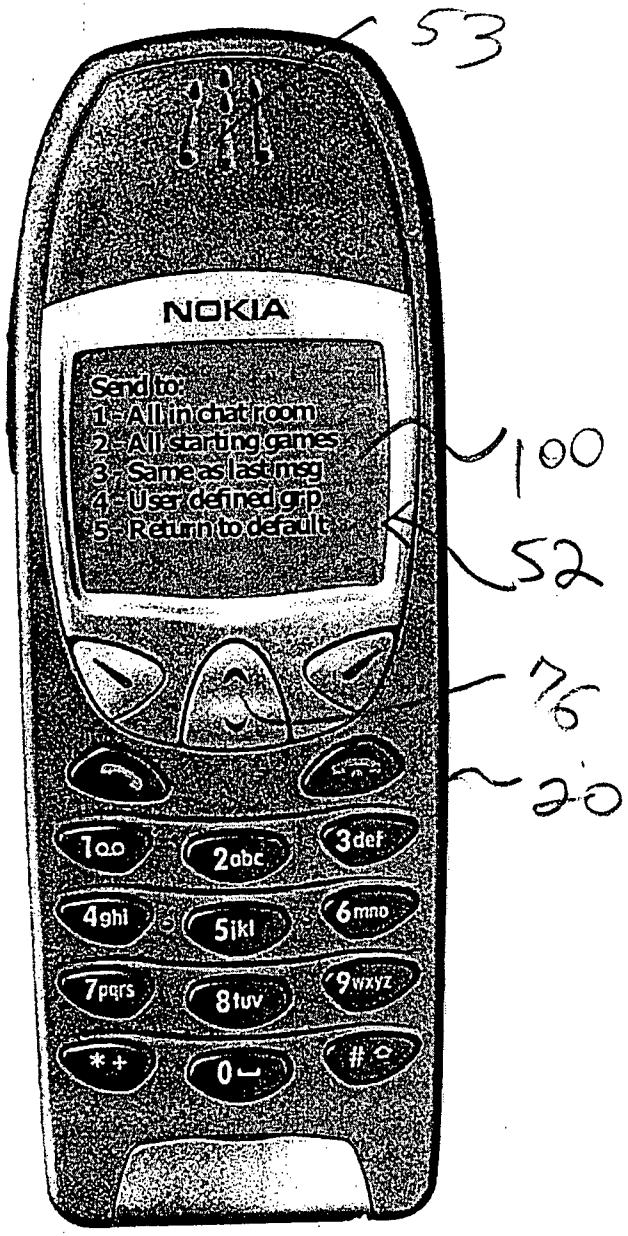

53
NOKIA
Send to:
1- All in chat room
2- All starting games
3- Same as last msg
4- User defined grp
5- Return to default
100
52
76
20
1oo
2abc
3def
4ghi
5ikl
6mno
7pqrs
8tuv
9wxyz
*+
0
#

FIG. 7B